

Welcome

This document will explain our loot system. It has three levels of details: the very quick, one-page **TL;DR:** section, the longer **Summary** section, and the **Details** section that explains everything. Feel free to only read the TL;DR: part, but if you'd like to understand how everything works, consider reading this document fully.

TL;DR:

1. Please download [RCLootCouncil](#) and have it turned on for every raid.
2. All raid loot will be distributed using this addon. When a piece drops, it will pop up a window for you; click **Need** if you actually want the item, **Minor** if it's a minor upgrade or a sidegrade (and you are prepared to lose it to others, but want to pay less points for it), **Off-Spec** for off-spec items, or **Transmog** (no points, but lowest priority). You can only use the **Minor** option if the item is on the same track as what you have (e.g, Heroic or Myth).
3. The two highest factors contributing to our decision to award gear is **attendance** and **amount of loot you've gotten**.
4. Any questions? Ask **Charodey**, ideally by sending a message on Discord, or else by whispering in-game.

Summary

1. We use a Loot Council system with EPGP as the main, but not the only, factor. Our Loot Council will generally be composed of **Advisors**, with a rotating **Core Raider** each week. The actual composition of the Loot Council is up to the **Officers'** discretion at any time.
2. EPGP is the DKP-like system that differs from the older systems in a substantial way, with the intent of making it fair to the senior and junior people alike. Please see below for a detailed explanation of how the system works.
3. In TWW, raids can only use Group Loot. There's no option to change that to Master Looter, as in some previous expansions. This means that for any item that drops, every player gets a roll box. In order to ensure we assign loot using our system, we will use RCLootCouncil, which will automatically pass on every item. The Loot Master (usually **Charodey**) will get the item, and the Loot Council will distribute it. Everyone will get a pop-up from the addon, and will have the option of choosing **Main** (full cost, highest priority); **Minor** or **Off-Spec** (quarter cost, lower priority, intended for sidegrades); or **Transmog** (no cost, lowest priority, intended for items you will not use).
4. The Loot Council will make a decision, using the following factors:
 - a. Your EPGP priority, which is based on your attendance and loot you have received in the past (see the section below for full explanation).
 - b. Your performance.
 - c. Your current item in that slot, and the amount of upgrade you would get, compared to others.
 - d. Your effort outside of the raid.
 - e. Anything else that the Loot Council feels is fair and benefiting our progression.
5. Note that the Loot Council is not obligated to follow EPGP, but can make any decisions that it feels will benefit the guild. Nevertheless, EPGP is intended to be the main decision factor.

EPGP System

1. EPGP stands for Earned Points, Gear Points.
2. Instead of a single point pool that you accumulate for raiding and spend on gear, you have **two** separate point pools:
 - a. EP, or Effort points, which you get for showing up, as well as a reward for certain activities (such as completing your M+s).
 - b. GP, or Gear Points, which you get when you are awarded a piece of raid gear.
3. Your gear priority, PR, is obtained by dividing your EP by your GP. That way, everyone's ratio of effort (showing up) and gear obtained informs their likelihood of getting the new item.
4. For example, someone who attends every raid will be able to get exactly twice as much gear as someone who attends half the raids, and their priorities will be identical, allowing the former raider to obtain two pieces during the time the latter obtains one.
5. You do not need to use any addon to be part of the system, other than RCLootCouncil.
 - a. You will obtain EP automatically for just being in the raid.
 - b. If you're on a bench and available, you will get the same EP as if you were in the raid. Be sure to verify that you do, and message **Charodey** if not.
 - c. Our policy for giving **full EP** to benched players is intended to be very liberal - you will get points even if we don't need you, as long as you're available. However, you must be available if needed, and be able to come on a short notice. If we ask and you do not come, we may take away all bench EP for that day, or even penalize as a no-show for that part of the raid. Please only indicate your availability by sending a message if you plan to be available.
 - d. We give points four times during the raid: at raid start, at raid end, and at each hour; that is, at 10pm, 11pm, midnight and 1am PST or 1am, 2am, 3am and 4am EST.

6. To see your (and everyone's) EPGP standing in-game, you need to use a [different addon](#). This is optional. (The reason you need it is because your points are stored in officer notes, and Blizzard UI disallows non-officers see officer notes, with no way for the GM to override it).
7. You can also see the current standings and history on the guild website: <https://nobility-guild.com/epgp>

Details

This section will contain all specifics, especially numerical ones, that inform our Loot Policy. We will try to keep it up-to-date.

Effort Points

You earn points in two different ways: by attending the raids and by completing the specified bonus activities.

Attendance

The primary means of obtaining EP is by attending raids. We award EP four times per raid, in equal installments: at raid start, at raid end, and after one and two hours. The raid start and raid end points are meant to be bonuses for being on-time and staying until the end of the raid. Each time, we award **1 EP**; however, we sometimes apply a multiplier (1.5x and up to 3x) if there is an insufficient number of players at the start of the raid, or if the raid is heavily progression-based, to reward those who show up. A single day of raiding, thus, will typically earn you **4 EP**, but may earn as much as **12 EP**. If you're benched, you are eligible for any points awarded during the time you remain available and on stand-by.

First-Kill Bonus

At the Loot Master's discretion, we can award a bonus for the first-time kill of a particularly difficult boss. This will usually be given out for the final Heroic boss

and all Mythic bosses, and will generally range between **2 EP** and **5 EP**. Note that all bench players qualify for this bonus as well.

Activity Bonus

In addition to raids, we will offer weekly and one-time bonuses for specific activities, intended to maximize players' improvement of their characters outside of raids. We may these bonuses as the situation warrants.

Current weekly bonuses

TWW Season 3, as of Week 3

1 completed +10	2 EP
4 completed +10s	2 EP
8 completed +10s	2 EP

No-Show Penalty

In addition to bonuses, we may also apply a **-3 EP** penalty if you fail to show up for a raid without clicking “No” on the sign-up tool for that day, or posting in #attendance. We ask that you let us know as soon as you do, and at least an hour before the raid starts, but obviously situations can differ; we may waive this penalty if we decide that is fair. The intent of this rule is not to be punitive, but to ensure that we all respect the time and effort of those who do show up, and have to wait if the raid cannot start in time.

Please note that the **only** official means of informing us of your absence or being late is posting in Discord, either using the sign-up tool, or just writing a message to the #attendance channel. Whispering an officer (and especially a non-officer), posting in guild chat, or sending in-game mail are **all discouraged** methods, and may result in you still getting the penalty, especially if the person you informed forgets.

Gear Points

Each piece of gear you get awarded by the Loot Council will cause you to get a GP charge. As stated above, this is not a subtraction (you do not “spend” points), but rather an increase in your GP, which acts as the denominator of your priority.

Gear is worth different GP values depending on raid difficulty and slot. For lower difficulties, the prices are as follows:

Difficulty	Tier tokens and Trinkets	Everything Else
Normal	1	0
Heroic	2	1

For Mythic, the prices are as follows:

Two-Hand Weapons	20
One-Hand Weapons, Shields, Offhands	10
Pants, Chest, Hat, Trinket	10
Everything Else (Ring, Neck, Belt, Bracers, Shoulders, Boots, Gloves)	5

Mythic pieces won on a **Minor** roll will cost a quarter of their normal cost. This is intended to be used for sidegrades, and not as a way to pay less than others; for this reason, we will only allow Minor rolls if your currently equipped piece is on the same track (e.g., Heroic or Myth) as the one you’re asking for.

In addition, everyone will start with **2 GP** to avoid division by zero.

Update Log

- 2.2 [Sep 1, 2025] Updating for TWW Season 3: Slightly modified GP costs and added the Off-Spec roll option.
- 2.1 [Mar 26, 2025] Updating GP costs; the guild website <https://nobility-guild.com/epgp> is now functional.
- 2.0 [Mar 2, 2025, Patch 11.0]: Changing for The War Within Season 2.
- 1.1 [Jan 18]: Changing the timeline for the level 75 neck promotion.
- 1.0 [Jan 9, 2020]: Initial version.